EXECUTING ENEMY ATTACKS

1. The TEB will instruct the player when to execute an enemy attack. An Attack Table will be indicated. After applying any appropriate shift modifiers, determine the final modified Attack Table to be used in resolving the attack.

2. Roll 2 dice. After applying any applicable dice roll modifiers, cross-index the final modified result with the row corresponding to the Attack Table to determine the number of casualties inflicted on the patrol by the enemy attack.

3. Use the Casualty Determination procedures on the back of this card to determine which Rangers become casualties. Also use the Casualty Level Table to determine the severity of the wounds for each casualty. Record each Ranger's casualty status on the Patrol Record Log.

MODIFIERS

Shift Modifiers (Shift +3, Shift -1) indicate moving up or down from the indicated Attack Table to determine the actual Attack Table to be used in the attack.

Dice Roll Modifiers (+2, -1) are added to or subtracted from the result of the dice roll to create the modified result to be used in resolving the attack.

COMBAT RESULTS CARD

FRONT SIDE

Executing Enemy Attacks — Executing Friendly Attacks
Weapons Attack Tables — Combat Results Chart
Modifiers

EXECUTING FRIENDLY ATTACKS

1. The TEB will instruct the player when to execute a friendly attack. Friendly attacks begin with determining which Rangers are eligible to attack. Only those Rangers in an element in contact may attack. Each Ranger may only fire one weapon per attack. (LAWs and grenades are ammunition, not weapons, and may be used by a Ranger firing his weapon.)

2. Determine the type of weapon each attacking Ranger is firing and consult the Weapons Attack Tables chart. The weapon must be effective against the enemy target and the enemy must be within the weapon's maximum effective range. The chart indicates the number of attacks to be resolved and the Attack Table to be used. Total the number of each weapon type and divide by the number of weapons per attack. The result is the number of attacks to be resolved. (Round fractions up.)

3. All attacks must be committed before any are resolved. Execute each attack on the appropriate Attack Table. Apply all modifiers. Reduce the enemy strength factor by the results. Expend one ammunition factor per weapon allocated.

WEAPONS ATTACK TABLE

Type	# Per Attack	Range	Attack Table	Type	# Per Attack	Range	Attack Table
M16	4	500m	C	LAW	2	150m	J *
M203	2	250m	G	Claymore	1	50m	J
M60	1	1000m	F	Grenade	2	50m	I
M47	1	1000m	K *				

All weapons are effective against enemy personnel and trucks except for those marked with an asterik (*). Those weapons are effective against tanks, trucks and patrol boats. Machine guns are also effective against patrol boats. Weapons may not be fired at targets against which they are not effective.

COMBAT RESULTS CHART

Dice Roll	Attack Table A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S	T	U	V
2	-	-	-	-	-	1	2	2	3	6	8	10	14	18	22	26	30	36	-	-	-	-
3	-	-	-	-	1	1	2	3	4	6	9	11	15	19	23	27	31	37	-	-	-	1
4	-	-	-	-	1	2	2	3	4	7	9	12	16	20	24	28	32	37	-	-	-	3
5	-	-	-	1	1	2	3	3	5	7	10	13	17	21	25	29	33	38	-	-	3	5
6	-	-	-	1	2	2	3	4	5	8	10	14	18	22	26	30	34	39	-	1	4	7
7	-	-	-	1	2	3	3	4	6	8	11	15	19	23	27	31	35	40	-	1	5	9
8	-	-	1	2	2	3	4	4	6	9	11	16	20	24	28	32	36	40	1	2	6	11
9	-	-	1	2	3	3	4	5	7	9	12	17	21	25	29	33	37	41	1	2	7	13
10	-	1	1	2	3	4	4	5	7	10	12	18	22	26	30	34	38	42	2	2	8	15
11	-	1	2	3	3	4	5	5	8	10	15	19	23	27	31	35	39	43	2	3	9	17
12	1	1	2	3	4	4	5	6	8	11	18	20	24	28	32	36	40	44	4	3	10	19

A result of 2, 3 or 4 is necessary to eliminate an enemy MG

A result of 2 or 3 is necessary to eliminate an enemy sniper.

DETERMINING CASUALTIES

1. Locate the row on the Casualty Distribution Table corresponding to the # of Rangers in the patrol or the element. Roll 2 dice. Apply any applicable modifiers. (See list below the chart.) Cross-index the modified dice result with the appropriate row to determine which Ranger is a casualty. Count down the PRL until the killed or wounded Ranger is located. The number determined table is not the printed number in front of the Ranger's name on the PRL. It is the number of the Ranger on the PRL counting down from the top. Killed Rangers are not counted. Neither are Rangers that were not available for combat due to being in a detachment or security element.

2. Locate the column on the Casualty Level Table corresponding to the range to the enemy force. Use the 0-100m column for indirect fire (C16), mines (C9) or near ambushes (C7). Use the 101-300m column for contact during SBO (C4 or C5). Roll 1 die. Modify the result by +2 if the enemy has a MG. Cross-index the modified die result with the appropriate column to determine the level of the casualty. Record the Ranger's casualty level by circling the appropriate abbreviation on the PRL.

3. Repeat this procedure the number of times indicated by the result obtained from the resolution of the enemy attack.

COMBAT RESULTS CARD

BACK SIDE

Determining Casualties — Casualty Distribution Table
Casualty Level Table — Casualty Level

CASUALTY LEVEL TABLE

Die Roll	Range 0-100m	101-300m	301-500m	501-800m	801-1000m	1001-1500m+
1	-	-	-	-	-	-
2	w	w	-	-	-	-
3	W	w	w	-	-	-
4	W	W	w	-	-	-
5	K	W	W	w	w	-
6	K	K	K	W	W	w

Modifiers: +2 if the enemy has a MG

CASUALTY LEVELS

K: Killed in Action
W: Severely Wounded in Action
w : Wounded in Action
- : Superficial Wound (Not recorded on the PRL)

K/W Casualties require evacuation and are unable to move
w and - Casualties do not affect a Ranger

CASUALTY DISTRIBUTION TABLE

#Rgrs in patrol	Dice Roll 2	3	4	5	6	7	8	9	10	11	12
44	1	2	5	9	13	20	27	29	36	40	44
43	1	2	6	9	15	19	23	26	38	41	43
42	1	2	4	7	12	17	20	35	36	40	42
41	1	1	3	8	17	18	26	31	34	39	41
40	1	1	2	6	13	19	25	30	32	36	40
39	1	2	5	9	12	21	27	33	34	35	39
38	1	2	4	5	9	16	22	35	36	37	38
37	1	2	3	10	15	17	21	29	30	35	37
36	1	2	3	6	10	19	26	27	28	33	36
35	1	3	4	8	17	20	28	29	31	33	35
34	1	3	6	11	16	18	20	26	29	31	34
33	1	3	5	9	14	19	23	25	27	29	33
32	1	3	6	7	12	17	21	26	27	28	32
31	1	4	8	10	14	16	22	25	28	30	31
30	1	4	7	11	15	19	20	26	28	29	30
29	1	4	6	9	13	17	19	23	25	28	29
28	1	4	5	8	13	15	20	22	24	26	28
27	1	3	7	8	11	12	15	18	21	24	27
26	1	3	6	9	10	14	15	20	21	22	26
25	1	3	5	8	9	11	16	17	19	20	25
24	1	3	4	6	11	12	15	18	21	23	24
23	1	3	3	7	10	13	16	19	20	21	23

# Rgrs	Dice Roll 2	3	4	5	6	7	8	9	10	11	12
22	1	2	4	6	9	11	12	14	17	22	22
21	2	2	5	5	7	11	13	15	16	19	21
20	1	2	4	4	6	10	13	14	16	17	20
19	1	2	3	5	8	10	11	12	14	16	19
18	1	2	2	6	7	9	12	15	16	17	18
17	1	2	2	3	10	11	13	13	14	15	17
16	1	1	3	5	7	7	9	10	11	12	16
15	1	1	3	5	5	6	8	10	12	14	15
14	1	1	2	4	7	8	10	11	12	13	14
13	1	1	3	3	5	9	9	10	11	11	13
12	1	1	2	3	6	6	6	7	8	11	12
11	1	1	2	2	4	5	7	8	9	10	11
10	1	1	2	3	5	5	6	6	7	9	10
9	1	1	2	3	4	4	5	6	7	8	9
8	1	1	2	3	4	4	5	5	6	7	8
7	1	1	2	3	4	4	5	5	6	6	7
6	1	1	2	2	3	3	4	4	5	5	6
5	1	1	1	2	2	3	3	4	4	5	5
4	1	1	1	2	2	2	3	3	3	4	4
3	1	1	1	1	2	2	2	3	3	3	3
2	1	1	1	1	1	1	2	2	2	2	2
1	1	1	1	1	1	1	1	1	1	1	1

Modifiers: +6 if C3; - 4 if C1, C2, C6, C8, C10; -6 if C9